The Bug Ready Reference Card

Softsmith

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Quick Start Procedure

If you just can't wait to start debugging those programs and don't feel that you need to read the entire manual right away, follow the procedure below.

Step 1 Boot The Bug program disk.

Step 2 When asked for a page boundary, enter LX. The Bug will be loaded onto your language card. If you do not have a language card, press <RETURN>.

If you have a game paddle attached, the prompt GAME PADDLE? asks whether you wish to use it for controlling the rate of disassembly. Answer <Y>.

Another prompt will ask whether you wish to load a sample (demo) program. Answer <N>.

Step 3 Load your program as you would normally. To do so, press <E> to exit The Bug and get into BASIC. Then, BLOAD your program.

Step 4 Re-enter The Bug from BASIC with CALL 1013.

Step 5 Enter <Q> to activate the disassembly display.

Step 6 Press <G>. Type in the first address to be executed by your program, followed by <:> <1>. This sets the program counter and executes one instruction. For example, you might enter GB000:1.

Step 7 Press <G> to begin program execution, <S> to execute a single instruction, or <ESC> to halt execution.

Step 8 Use the Ready Reference Card instructions to operate The Bug. If all else fails, try reading the instruction manual.

Summary of Commands

The list below presents the format of each command alongside a statement of its function. Please read the manual for a full explanation of each command and how it is used. Many commands have provisions for operands. These operands are indicated by the description inside the parenthese. Refer to the key at the bottom of the page for a further explanation of the operands. If you wish to enter more then one command on a line, please read Section Four, Entering Multiple Commands, in The Bug manual.

EXECUTION COMMANDS

Command	Mnemonic	Description
G (opt add) : (opt cnt)	Go	Standard execution, set P.C.
F (add) : (opt cnt)	Fast	Begin full speed execution
S: (opt cnt)	Step	Begin step by step execution
ESC	Escape	Interrupt execution

SPEED CONTROL COMMANDS

Command	Mnemonic	Description
J: (val)	JSR	Conditional fast execution
Q		Controlled display
I	Instruct	Instructional display
N	Non-Ins	No instruction displayed
B	Breakpt	Set a memory loc. breakpoint
T (reg) (symbol) (val)	Test	Set the register test breakpoint
TP (flag/val list)	Tst Pstn	Status reg position, part of T

DISPLAY COMMANDS

Command	Mnemonic	Description
W	When	Display breakpoints
D	Display	Display contents of registers
P (opt add)	Part	Display eight memory locations
Z (opt add)	Zone	Extended memory dump
L (opt add)	List	List disassembly
C	Copy	Print hard copy of displays
CTRL-T	Text	Screen in text mode
CTRL-G	Graphic	Screen in graphic mode
CTRL-F	First	Screen in primary page
CTRL-S	Second	Screen in secondary page
CTRL-N	Normal	Screen in primary page, text
&		Display $3C-$3D
& P		Display $3E-$45

MODIFICATION COMMANDS

Command	Mnemonic	Description
!		Reset stack pointer
R (reg) : (val list)	Register	Modify register value
@ (opt add) : (val List)	At loc	Modify memory at an address
CTRL-W	Write	Write enable for language card
CTRL-P	Protect	Write protect language card
CTRL-K	Check	Checksum against The Bug

EXIT OR RESTART

Command	Mnemonic	Description
E	Exit	Exit to BASIC or DOS
M	Monitor	Access monitor
CTRL-D (instruction)	DOS	Enter a DOS instruction
RESET	Reset	Access coldstart routine
&		Warmstart from Applesoft
Call 1013		Warmstart from BASIC
CTRL-Y		Warmstart from monitor
CTRL-Q	Quit	Quit The Bug

Explanation Of Table Abbreviations

(add)	A hexadecimal address between $0-$FFFF
(opt add)	An optional hexadecimal address between $0-$FFFF
(val list)	A list of hexadecimal values between $0-$FFFF Each must be separated by a space or a comma
(reg)	A letter A, X, Y, S, or P designating a register
(#)	A number between one and eight
(symbol)	One of the symbols >, = or < a combination
(flag/val list)	One or more of the flags Z, V, C, D, I, B, or N each accompanied by a value of either 1 or 0, and each such pair separated from the next by a comma
(opt cnt)	A hexadecimal value between $1-$FF
(val)	A hexadecimal number between $0-$FF